

buffers, evaluating the condition data in the condition field of each buffer to determine if the condition data satisfies the condition, and responsively using either the first pointer or the second pointer to next access isochronous data from one of the buffers.

13. (New) The computer readable medium of claim 12, wherein each buffer further comprises:

a pointer to a channel handler for performing a procedure on the buffer data prior to output of the data from the computer system.

14. (New) The computer readable medium of claim 13, wherein the channel handler converts the isochronous data in the buffer from a first color space to a second color space.

15. (New) The computer readable medium of claim 13, wherein the channel handler decompresses the isochronous data in the buffer.

16. (New) The computer readable medium of claim 12, wherein the computer system comprises:

a frame buffer for receiving from the program the isochronous data read from the buffers in accordance with the evaluation of the condition fields, for display of the isochronous data on a display device.

17. (New) A computer implemented process for handling of real time data transmitted on an isochronous channel within a computer system, the method comprising:

establishing a linked list of buffers for receiving isochronous data from a source device, each buffer comprising a data field for storing the isochronous data, a condition field for a storing condition data to be evaluated against a condition; a first pointer field for storing a first pointer to one of the buffers from which isochronous data is to be next accessed in response to the condition data satisfying the condition; and a second pointer field for storing a second pointer to one of the buffers

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from which isochronous data is to be next accessed in response to the
condition data not satisfying the condition; and
receiving the isochronous data from the source device;
loading the isochronous data into the linked list of buffers;
accessing the data in the linked list of buffers for output to a client device by:
evaluating the condition data of each buffer to determine if the condition
data satisfies the condition; and
responsive to whether the condition data satisfies the condition, using the
first pointer or second pointer to access a next buffer.

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